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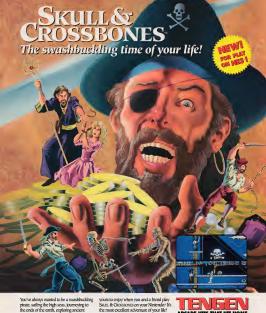
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#### (Nintendo

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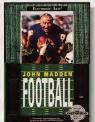
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#### ELECTRONIC GAMING MONTHLY

December, 1990

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#### THE NAME OF THE GAME...

This month's cover story focuses on an exciting event within the world of electronic gaming - the arrival of the Simpsons' family into the arcades as a pinball game from Data East! This fantastic new flipper game was recently unveiled to the industry during the AMOA exhibition in New Orleans and we were there to get all the news about this great new game from its developers and from Matt Groening, the genius behind The Simpsons appeal!

The Simpsons is not, of course, the first game to enjoy its roots in some other form. While most consumer game companies have long used ties to the arcade industry to capitalize on proven play themes that gamers have already been exposed to, many have begun reaching out to other areas such as movies for the same type of instant recognition that can often help a title stand out from a crowd.

While the process of licensing titles or environments has worked successfully in many instances (witness Batman, Robocop and the Teenage Mutant Ninja Turtles), we have to hope that game companies don't compromise their creativity for the sake of a license. Because in the end, no matter how bot the name on the box, it's the name in the box that determines

the ultimate appeal and final sales of a soft,

I'm not saying the licenses aren't a good combination for video games. On the contrary, I value the ability that a game has to take me into new directions with characters or situations that I have been attracted to before. There simply needs to be a conscious effort put forth by game developers when a property is secured, to make a game that takes those characters and puts them into a situation that is fun and challenging. For the few that can successfully accomplish this task the rewards will be abundant. But for those companies that rely on the license to sell their game, the future will be bleak indeed

Nintendo is rumored to be worried of the same thing and has indicated to several licensees that a reliance on movie titles and comic book heroes is not the way to go. I tend to agree. While a hot license can get a cart noticed, the games that consistently reside at the top of the charts are original softs and sequels to these originals. Super Mario Bros., Contra, Mega Man, Castlevania and others are perfect examples of this. A good title is nice for notice, but a good game sells.

When it comes down to the bottom line, the companies that stay close to the industry and put the effort into R&D will ultimately reap the biggest rewards. Every game company will try to wow in some way or another, with big sports stars and film super heroes, but it's the labels with the best games that will win in the end

> STEVE HARRIS Editor



#### VIC TOKAI Revue!

#### Golgo 13™

Air wolves and into tanks? Hey, this dude eats heavy netal for breadfast. The man likes to pake a custom M-16, but his lanne kicks to the cheps are just as deadly. He's anybody's agent if the price is right; and he's everybody's wore nightness. Golgo 133th is the secret code for action. Air combat suppose: Golgo 135th is the secret code for action. Air combat suppose: Golgo 135th this type the tallappes of bellowing bombers, right through the filtile choppers, and right around screaming interactors. Whether it's crunching lazaries combat, tense underwater tank warfare, or the sizeling laser lights in the best mares in which, Golgo 135th means action in fact, there's to much action that you'll probably wear down the Babators.











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expect your competition to be the same way, then it's time to play ball because All-Pro Basketball™ has arrived. All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals,

rebounds, fouls, and even a half-time show, If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.













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### MORE MASTER SYSTEM COVERAGE!...

I person owly am a dedicated Master and I would appreciate more coverage of new gap parceiate more coverage of new gas coverage is interesting, informative and in-depth but I seldom see new games for Sega's original system. With Christmars approaching I would believe that more games would be coming out. What can you show us?

M. Franageh Hilbert, WI

(ed. New games are starting to hit the stores as you read this. Regarding Master System coverage, over the past four issues we have shown pictures of 12 new carts. Not only is this more than any other magazine has run, but it is everything that Sega is willing to talk about! Check out pages 36, 82 and 63 of this issue for even more great SMS gamest SMS



Mikey Mouse for the SMS!

#### GAME OF WHAT YEAR?

While you put the best magazine on the market I do have a question about how you go about selecting the game of the year. How can Sega's Strider be Video Game of the Year when it didn't even come out yet? Not Fairl Matter of fact, the Nintendo and Turbo Game of the Year aren't out yet either! Why?

Robert D'Amico

(ed. To be accepted as a nominee for our awards all games had to be seen by the EGM staff by September 1 and the company had to state that the game

would be released this year. This policy serves a double purpose. First, many times companies plan their release schedule to center around the holiday shopping season. Most of their best games are brought out during this time We include all of these games as they fit into the theme of that issue of the magazine - a buvers quide. Knowing that Strider Castlevania 3 and Ninia Spirit are games of the year should help you choose which games to buy for the holidays. Second and most importantly, it is the policy of EGM to look into the future of video games. We try to tell you things which you don't already know We do not dwell on the past as others do.)

#### SFX... WHEN?

In your 1991 Buyer's Guide you had a huge preview of the Super Famicion and in it you said that the SFX will be coming out in the U.S. as soon as Fall 1991. Then I called Nintendo's consumer office and they said that they have no plans for the SFX in the U.S. and they asked no where I got the older and they said they asked they will be the said EGM. They told me that "EGM writes that just to keep people with the Winter that I would be the said EGM. They told me that "EGM writes that just to keep people with the Winter that I would be the said EGM. They told me that "EGM writes that just to keep people with the Winter that I would be with the Winter that I would

Matt Zalen Delmac, NY

(ed. Trust us! We haven't steered you wrong yet. We predicted the intro date for the GameBoy, Genesis, Turbo and others correctly and our sources tell us that early summer, perhaps June, of 1991 is a realistic intro date. For the latest news check out the Gaming Cossip column on page261 Besides, if you were a company going into the billion dollar holiday shopping season wouldn't you still try to sell a few more NES' by denying that a new system was right around the comer?

#### GENESIS BATMAN?... I recently picked up your Issue # 14

at a local supermarket. I read with great interest your response about Japanese games and then saw Batman for the Mega Drive in your International Outlook section. I have to have it! Will it ever come out over here for the Genesis?

#### Galensburg, IL

(ed. Sorry Stan, Unfortunately Nintendo has a stranglehold on it's third party companies. As part of their contract with Nintendo these companies have to agree not to bring out the same game in the U.S. on a competing game system for a minimum of two years! Since Batman came out early this year don't look for a Turbo or Genesis version for some time. This agreement doesn't exist for the same companies in Japan and that is why you see a Mega Drive and a PC Engine version, Perhaps Sunsoft could Bring out a Batman 2 for the NES.)



Mega Drive Batman! STRIDER 6 OR 8 MEG??

I love your magazine. On a scale from 1-10 it is an 11. Please answer a burning question. On the cover of EGM 13 you say that Strider is 8 meg while in the review you say it was 6 med. Which is it?

Ryan Lutz Bradenton, FL



I've seen different numbers regarding the number of meg in Genesis Strider. Can you tell me if it will be 6 or 8 meg?

Eric Gerwinski Sylvania, OH

After reading your 1991 Buyer's Guide I wanted Strider bad So much in fact that I almost bought the Mega Drive version. Almost. First I called Sega to find out when Genesis Strider would be released. I was then informed that Mega Drive Strider contained only 6 mag of Information compared to 8 meg in the Genesis version.

Is this true? If so then why hasn't EGM mentioned it anywhere? I count on you for all the latest and most accurate video game info. Gary ONeal

#### Murfreesboro, TN

(ad. Both the U.S. and the Japanese versions of Strider are B mag carts.

Back in June at the CES and Tokyo To Fair when Soga first showed a partial prototype of this soft, Strider was planned to be a 6 mag game. Since then an additional 2 mag of memory was added in order that the cart would have all the levels found on the ansade version.



8 meg Strider!

It's been quite a while since you talked about any new arcade games. There are still a lot of us dedicated quarter tossers. Is there anything new

which will blow our socks off?

John Swenson

Athens, GA
(ed. At the last JAMA show in Tokyo
Soga unvolled quite a few new
products. One item which should
make it to the U.S. is their game
called R-360. In this game you are
strapped into a seat and you play an
Attentumer/G-Loc type fighter
simulation. What makes it real is as
the olane banks the seat also banks.

If you take the on screen plane into a barrel roll your seat will also roll. If you do a 360 degree flip, you guessed it, your seat duplicates the on screen movement! That is why they call if R-360!



Sega's hot new arcade game R-360!

Besides this, Sega also unveiled the world's first 32 bit arcade machine. It is a fantastic auto driving game. One advantages of this 32 bit processor over the current 16 bit technology is that it offers sharper screen images and improves resolution by a factor of 51

If these two new machines don't blow your socks off then let's look at what Sega's R & D staff is currently working on. One of their Top Service, code name Cyberacome, is the ultimate in cooperative game play! Looking more like something you would see at Disneyment, Cyberdome is a series of Individually controlled laser cannos connected on a master super high resolution holographic-type arcade game



Sega's futuristic arcade shooter -

#### Cyberdome! BITS VS. BYTES?...

Inust compliment you on an outstanding mag. You always have the first information and photos about what is new and you always explain the technical terminology used to describe products. Recently Isaw in a competing magazine a new term which contraed me. In their editorial with the contract of the contract of the historian panes. You always refer to them as megabit. What is the differenced Whojs intit?

> James Buchannan Cedar Rapids, IA

That's an easy one Jim. One byte is equal to 8 bits. A one megabyte NES game would be 8 megabits - equal in size to the largest Genesis cart out there. A 3 megabyte Nintendo cart (completely unheard of) would be a whopping 24 megabits - putting it way out of the NES range and closer to the Neo Geo category! You can see how a seeminaly minor change in terminology makes a very major difference in numbers! Real pros who know video games are very careful not to mix their bits and bytes and unless you're talking about the huge amount of memory in a CD (about 550 megabytes or 4.4 gigabits) you will not see the term byte used in our magazine!



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#### Nintendo - Arcadia Silver Surfer Type:Action Release:Dec. Levels: 12

Difficulty: Avq.



Nintendo - Data East Caveman Games Type:Action Release: Dec. Levels: NA Difficulty:Avq



Based on characters from the Silver Surfer comic book by Marvel. Arcadia has created a new adventure for Norrin Radd. To save his home planet Zenn-La, the Surfer must scout out the galaxy for an alternate location for Galactus - an invading force. Destroy the enemy on the alternate worlds, grab weapon power-ups, smart bombs, bonus bombs and extra lives in the process

While the olympics oo way back to ancient Greece, picture what they would be if they were played in the days of the caveman. The events would be Fire Starting, Sabertooth Tiger Racing, Tyranopult or even Mate Tossing! Select your player from 6 male or female athletes and go for the gold. Remember things are all tongue-in-cheek here so pick out a fast dinosaur and race to the finish line While I like where the designers were

as sort of a

on the clas-

Take a comic book hero and put him trying to take # comical, preh

sic Track a never really gets up to speed. execution is choppy and other positive features, like sortie interesting animation and sounds OK, it's strange, silly and humorous.

But it's meant to be send it succeeds. d something I like it, it's different. simulation of anything, a hor you'll love it or hate it. It's n between all the shooters out there.

What a disappointment! This was one game I was actually looking forward to and must say I've been and the control are choppy e The only event I liked was the Dino-pult. All events suffer from poor execution.

Colorful concept of the ancient olympic sports eo-vaulting! Great exec eman era rise of humor! imagery done wit Totally involving and un auely interesting, there is ing here for everyone. Maybe you will be 'discovered' in the Hall of Famel



s The thrill of playing the Super Famicom has т not yet worn off the boss. Having new carts like Gradius 3 and Final Fight means we won't get to play it for yet another month!

> Ed has settled down from all his globetrotting activities and is now content just to play Sonic the Hedgehoo! He's also excited about the new cart -Shining in the Dark!

Martin gave up waiting for a turn at the Super Famicom and went out and bought one. Now he won't let us play his either! Pilot Wings is keeping his head in the clouds!

Sushi-X is now even SUSH more secretive about his activities and location. We must have hurt his feelings with last month's letters reply and for that we're sorry. Sushi, call home! into a Gradiui er eituation and the end be something like Silver S Sporting the e from a NES coolest tunes to game in some not to mention plenty to shoot at, Silver Surfer fares better than most in the genre.

I'm not one for comic books so I can't net excited a abody on a surfboard fl d but that aside, the game a ecent with a lot of different se Nothing really new and inno nere, just a good solid shooter with very good graphics and challenging action.

This slightly above average shooter features solidan and tough onhics are shooting act nothing spec coundtrack is absolutely ot enough flash in th inventional shooter and the rad tunes wear thin rather guickly

hero shooting precision eed in this is required in challenging action rt. Cinema storvine is cool. ne music really rocks hard S od overhead view alternate as the story unfolds. Comic books of the future are here now!



slaves are there at every turn mazes and booby traps protect Faryan FREE COMIC BOOK! Live this chilling story from the source of Werewolf's mighty powers to the history of Farvan's evil in the firstedition Werewolt comic book, it's a Climb and claw hot collector your way to Faryan's hideout item - and it's yours FREE inside Werewolf, The Last Warrior from Data Fast

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## RACK N' ROLL

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## Nintendo - Data East Werewolf Type: Action Release: Dec. Levels: 6 Difficulty:Avg.

Take on a flendish batch of mutant to globuls and zombies in this adventure game. Start off as a human but you powers are simple yourself into a superhuman but yourself into a superhuman work yourself into a superhuman work or and cut the enemy down to size with you can cut the enemy down to size with you can cut mad can climb a lot easier. Search for all of the different kinds of thor all of the different kinds of the intermissions between levels.

Here's another attempt at an actionadventure game, that goes into some new territory, jout desert fulle match similar efforts. Neces oil is your basic side-scroler unit you wolf out. The game then introduces new features that can be used. Better than most but oft the best.

Werewolf is a very good adventure game. The intermissions are always a welcome addition to any game and they are well done here. Decent game play and a well tapered difficulty curve along with pienty of hidden items here keep interest up.

Another good action game that features nice graphics and a new theme. Werefolf, while before than the average eart, feet durit keep my interest for long. Cool cinema displays and sold glay are the highlights of this effightly above average game.

Very timely and exciting theme action game. Alters, exches Eighters, Robo-cops...now fereine Eighters, Robo-cops...now fereine Eighters, Robo-cops...now fereine Eighters, The main character has many many different move techniques throughout average game play. Bustong A' and 'B' should have been switched Music orchestrates the "transformation"!

## Nintendo - Galoob Dizzy

Type: Adv. Release: Dec Levels: NA Difficulty: Avg.

#### etrin la la la strie

It's a tough job being a good egg because the yolk's always on you. Find your way through the maze of levels to get to the Cloud Castle levels to get to the Cloud Castle where your glittlend is being the way, grab magical items and pick up useful objects needed to complete the quest. Door keys, rope, showed will all be helpful at some point in time but you can only carry three. Which will the hel?

Dizzy starts out fine, exhibiting graphics and sound that make it appear to be one of the best of the new renegade carts. This wears off quickly, though wan a lack of interaction and box many destractions (like puzzle games) that they down what could have been some cool play.

Dizzy will be another 'sleeper' this Christmas. It takes planning and thinking to prike progress in this game as the quect is very long and fike SMB there are this of tricks and hidden items to discover. Unfortunately Dizzy to an egg rather than a Mario and not easy to relate easy to relate easy to relate easy to relate on.

Another try at a cute game with a distinguishable character and actioniquest theme that this short in many areas. Duzy's 20thy to carry only three Nems-takes away from the excitement of the game. At best, it's just art were game and not easy to get in the casty to get in the says to get in the say

What starts out to be an actioncomical adventure game, just never seems to legive home! A family of eggs with opionic Paracterization live somewhere beause where they are and where you want them to be! Game play is hard-boiled, but the music is sunny side uo! Master System - Sega Joe Montana Football Type: Sport Release: Dec. Levels: N/A Difficulty:Easy



Master System armchair quarterbacks have a new football game to play when there's nothing on TV. Take tigs from Montana himset as you go head-to-head with a firend or the machine in an update to the old Water Payton soft. With 11 different different defensive formations available, there should be enough variety to keep the opposing team wondering what is coming next.

This game tries to be something more than it is, but with a lack of good graphics, sound or game play, it falls way gates. Like most sports entries, this one works better as a two-player has the beautiful properties of the computer simply sower. My first play beat at 83 to 21. No fun, no way.

Walter Payton football wasn't a bad playing simulation for the SMS. Normally you make stocker ports game better than as prodecessor but Joe Montana football just doesn't seem to offer any spolificant improvement to warrant burnes enotifer version.

Sure its 8-bit but thats no excuse for this game. The graphics are very disappointing and the gime play is way too slow. There is very little in terms of exist ment or challenge here. The tampure desirt seem to think and 2 player games aren't enough to keep me twoolves.

This game never gets up and running, much less scores any points. The gradieus and execution bomb, with a corputer opponent that must be represented, by a high school team. Too many short-comings leave the one in the turf-despite Joe Montana's name!

## **RACK N' ROLL**









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#### Genesis - Sega **Mickey Mouse** Type: Action Release: Dec. Levels: 6 Difficulty:Avg



Unit SULE WILLS HERE

Mickey is making his Genesis debut in a spectacular new adventure. Featuring up to 4 layers of background scrolling, smooth animotion detailed graphics and other new features like screens (and controls) that 'flip', Mickey is a game which looks like one of his cartoons. Rescue Minnie from the witch but take on wooden soldiers, jack-hut boxes and other toys on the way to the castle.

This game is speciacular in terms of its graphics, animation and execution. There are so may frames to Mickey's movement that it actually looks like a street. The visual appeal of the game as indy, with great use of color—a major in the easy side, but incredible nonestheless.

Mickey is a game which Disney himself would be groud of. The animation is perfect and mebackground layering is about the best ever in a home game. The assention to the little details is apparent and second to none. A great element pane also!

The main mouse is back again, and like never before. The graphics are truly amazing and a stament to what the Granes can do when a little time and et or uses to a game. Game play a superf and music straight out also aro

Absolutely spectacular! Surrealistic graphic presentation and superb animation regime me in the classic cartoons of Deney! Gapcom-ish game play account and Mickay is a wonderful alter-ool. This game is for everyone ware sever played inside a dream! Music. a 104

Genesis - Sega

Dynamite Duke

Type: Action Release: Dec.
Levels: 7

Difficulty:Avg



Dynamic Duke is Segs's version of a first person perspective shooter. Like in Operation Worl, you as Duke must eliminate all of the enemy that appear on screen. Soldiers, tanks, troop carriers and helicopters were to be eliminated quickly otherwise they will fire back. Some items are hidding ammo while others will restore your health, Get to the tubboss and punch it out, hopefully better than Buster Douglas did!

While Dynamite Duke should get high marks for faithfully duplicating the arcade title of whol it's based, that title wasn't exectly dynamite to begin with. The action, despite the different backbox, is the same in the last round as this, in the first.

Much too easy as well.

Dynamite Duke just doesn't have enough variety to it. While the fighting with the house of effect, the rest of the partie say interested for any extended partie say interested for any extended partie of 6 firms and 87 not one of 5 fewer heat efforts.

Duke is one of those games that has the potential to be a real winner but ends up being jos accord Operation Wolf clone. The game is extremely spectacular awal happens. Nice graphics and sound, but most will find it way to easy.

This rapid-fire game combines the machine gun target-shooting of Cabal, with Mass to-tread fighting action of Purch-Out! Only problem here is that neither one of these themes is played un struggli to make a lasting impression. Graphics are fine, but pix is far from charantle.

Genesis - Renovation
Final Zone
Type: Action Release: Dec.
Levels: 11 Difficulty:Avg.



Final Zone takes your standard shooting theme and places it in a world that is constantly seen from a 45-degree angle. Assuming the role of a mechanized infantry robot, you must patrol the ruins of multiple cities, searching for the portal that will leady up to the Boss guardian of the level. Successfully taking out the mail enemy automatically thrusts you into a more dangerous, and chaltengine, world of attackers.

Final Zone has great graphics, but the main characters appear as though their "petited our father than interacting years," a real universe. There's plays to more that, but with horrible coarses and movement that, while visually pleasing, is tough to get used to, Final Zone ends up avg.

Something is missing in this shooter, it's not for lack of enemies nor places to move to, there are it the lack of different things to do. After a while the levels become pradictable and the excitement of what is coming up next?" just have insteadiless.

Good graphics and music wor't help this horribly choppy and repetitive shooter. The spfelling animations, and even the weapons are so choppy that a toy mayers will be able to enjoy its anique consept. Would of been cool if executed properly

Final Zone just didn't get my juices flowin' or my guns blowin' he way i thought it wook? The griphics have a strange and a rgy took to them, and the game-play while very intense, gets receiting after just a short while—busses, not my cup of shooter teal.



Foobal comes to the Genesis EA, has a new simulation for gridion fanatics. Set in a realistic pseudo 3-D perspective from behind the offensive team, it's foobal that only a 16 bitter can dot Sixteen teams to choose from; socuting reports to bitler our control of the control o

Without question, doubt or reservation, Madden Football is the BSEs sports simulation I've aver played Not only do you get a good game of cotball one on an or against the computer, you get greaphics, incredible views and even highlights from other gamest Outstanding!

Football just doesn't get any better! Easily, without a doubt or hesitation, this is the best playing football simulation ever made other on a game system or a computer. The game play is perfect, the playbook extensive and the 3-D effect outstanding!

I'm not into sports games but a football game as good as John Madden had even altracted me. Incredible scaling of the field gives JM a feel no other tootball game has captured. Amazingly solicitive game play and almost endless options and special features.

Almost flawless football! Gridiron rock in roll! Players will leave the field and return with the plays! The greatest video clash of the titans ever! Graphus Bries-dimensional perspective, voice and strategy combine for pure-pigskin passion! A winner!

## GameBoy - Taxan Burai Fighter Type: Action Release: Dec

Levels: 8 Difficulty: Avg.

Like its NES' lig brother, GameBoy Bural Fighter is a multidirectional scroling shooter besided with action and planty of each control of the and planty of each control of the presence of the presence of the control of the theory of the presence of the presence of the presence of the theory of the control of the control of the presence the pres

Hiked the NES version of Bural Fighter more than most, and the GameBoy vision is regulally as intense. Finally a good shocker for the GameBoy business options and devel definition make also game a blast in my hook!

A better than average Game Boy shooter, it's well designed for the small and slow moving screen as there are no surprises of getting hit by a builet that is small too small or to fast to see, it is challenging and not easy by any means. Good weapon enhancements.

Bural didn't really grab my attention on the NES and it doesn't do much for me where shrunk and slowed down on GB Good shocker as far as play and options our not as intense as Nemesis.

Actually, a rather extertaining action game for the GamaBoy. Very similar to the NES version, they one plays well and kelps no in school for a good time. Juring a not a problem with this variation on GameBoy as others tend to but a place samurai Bursi - Banzail

### Lynx - Atari Rygar Type: Action Release: Dec. Levels: 23 Difficulty:Avg.

The classic Teomo arcade game has been shrunk down to the small screen and is now portable! This side view action soft has you as the hero Rygar and your misson takes you through highly detailed multi-dimensional landscapes in your kingdom. Grab weepons and health to help you on your quest as you but the complete of the property of the complete of the property of the complete of

A good action game for the Lyrix Rygar definitely is. Based on the acide version of the game, this translation has cut some copiers, but still has a good mixed primate and adventure! The pluster is absolutely the pits, more like serimes, but with the volume down this game plays well!

Considering the small size of the Lyrx screen, Rygar looks and play just like it's accase on circumstrate just like it's accase on circumstrate quite detailed. The quist is very long and difficult to get through. A password every 5 revels would have eliminated all of the repetition.

Rygar is a good conversion for the Lynx. More along the lines of the arrade game, It leavs my originality of the NES version, but is well done nonetheless. Gleat background graphics and curr 20 levels of intense action by only complaint is the poor use of the 32-bit audio chip.

A real "poser"! This just doesn't play anything like the original coin-op game that I level. The music is the pits! The hidden societs seem to be lost in the translation! A good excuse for capital nunishment! Despite some good tooks, the spirit of Ryar lust soft there.

## **GENESIS DO**













machine gunners. Unleash your laser sword. Watch for the special item to get a super

3. Use your grappling hook to clamber up vertical walls white fierce guards attack without mercy.





## **ES STRIDER. EG GAME EV**





Z in the midst of aneled scaf folding, mechanized defenders rock on hall bearings as they try to blast you into atoms.







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such mechanical meniors of oon you'll face its brees er sanctum of Number Ore

ultimate arcade hit. From hard hitting non-stop action to the awesome graphics and radical gameplay. Strider is definitely here!

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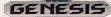












### **GAMING GOSSIP**

...New Sega Computer System...Atari Panther Update...New Sega 16-Bit Games From Licensees... Nintendo 16-Bit SFX Release Date...New Nintendo Licensee Plans...

...Those lonely fellows over at Sega R&D have been putting in double time recently. Not only have they served up the Genesia and some mighty tasty games, but therer's also a hand-held with TV turner on the way and a CD-ROM attachment for the 1-68 that will finally allow the Genesis to produce CD-quality games and music. Now, the latest from these technical waxafe has really blown the old 'O' off in list eet Gega is unmoved to be putting the finishing louches on a new computer that will interface with the 1-68 super system. The benefits offered up the manages of game system and computer are reported to include a new line of games that that advantage of the memory features of the computer as society to include a new line of games shall take advantage of the memory features of the computer are society to be 100 strong to include a new line of games shall also advantage of the memory features of the computer are society to be 100 strong to include a new line of games that the advantage of the memory features of the computer are society to the cown and the computer are society to the computer are society to th

...The Alari Parther, which was first amounced in the last Issue of EGM, is indeed on its way and development systems are soon going to be in the hands of selected houses across the courity. The super sleek system is runnered to have some glossy features that include scaling and high-end scrolling. Well keep our fleek system is runnered to have some glossy features that include scaling and high-end scrolling. Well keep our fleek system is crossed railed tight and fleek girls gloss soon. Speaking on her to Edit systems, the Niterack Super Farmicom, which should be on store shelves by the inform you read this (Japanese store shelves that is,), is runnered to finally vestion of the new larger date for the Amorican vestion of the new larger date for the Amorican developed the new larger date for the Amorican vestion of the new larger date for the Amorican developed the new larger date for the new

...It rarely happens, but I totally agree with one of my esteemed colleagues who views Nintendo's use of libit in their new Dr. Mind going to be a terrified case of beat judgement. You've correctly night, how can they pass out critication on the violent nature of games when they release a cart that advocates the correct placement of plate's has received plately of press in the trades and financial papers applicating an event that was first reported by yours truly. It finally does appear that Nintendo will be allowing manufacturers the right to produce their own games with their own chip sets. How distributant ON we will be able to length yours truly games are droubced security look-out chip, the cools is pretly close to the same as before! Nintendo wouldn't be doing this to diver the heat away from his Senate inversigation into their unfair business practices would they? Noocoocoocoocoo.

.. Before we go any further, i recently received a letter that was addressed to the top dog, but forwarded on to me. A quite expressive fellow going by the name of Lance files claimed to know my identify. Well Lance, wrong guess, would you like to go for double leoparty where the points can really add-up?... Predator 2, featured in the September edition of Screen Phys, is execused from beginning to end. There are some weaks points, but the high receiver that the second of t

#### - OUARTERMANN

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Now the editors or cleaturing caming Monthly, always the first word in video games, has created a magazine especiality for youl Super Caming with a special properties of the common section of the common section in the common section, with the latest news and game previews for your sea and game previews for your common season of the common season of t

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#### FINAL SPECS RELEASED ON THE SEGA 16-BIT CD-ROM FOR GENESIS!!

The CD-ROM adapter first shown in the Buyer's Guide special issue of EGM now appears to be closer to completion than ever before! This exciting new piece of hardware, which will allow Sega Genesis owners to upgrade their current system with CD-ROM capabilities is now in the final prototype form according to sources close to the project in Japan.

As we had originally been told.

the Genesis CD-ROM will come equipped with a much more powerful array of abilities than those of its closest competition, the TurboGraft-16. This will be done through an advanced chip set, extra RAM, more memory space and a super charged chip set that will allow the Genesis CD-ROM produce much more realistic sounds and music.

On board the Genesis peripheral will be a full 512K-bytes of RAM, equal to over 4,000 meg! An additional 540 meg of memory space will be instantly accessible at any one time, however, making the need for constant updating and reloading of information less frequent. Instead of displaying only a few images or rounds at a time

requent. Instead of displaying only a few images or rounds at a time

Look for a new, more detailed and realistic version of Super Monaco GP!



before the disk needs to be accessed, the Genesis CD-ROM will have enough space to store more game information. Now game interruptions will be few and far hetween!

Another difference between the Turbo CD and Genesis player are the sizes of the plug in battery softs that enable you to store games and game information. The Turbo CD-



Forgotten Worlds Deluxe will be one of the first new games for the CD player.

ROM card carries a respectable two Meg of storage, but the Genesis CD-ROM cart will contain a full six Meg, enabling the device to record more information simultaneously!

The Genesis CD-ROM also comes equipped with more powerful, areade-quality music and voice capabilities. By using a specific alight channel PCM sound generator, the Genesis will finally be able to broadcast high-quality effects unlike anything that has ever been heard on the system before.

Along with these findings, we have also discovered that several licensees have begun active development for the Genesis CD-ROM. In addition to Sega, you can also expect to see new games like Ass-

ault on CD from Namco and others.
While it probably won't be released until next summer, the Genesis CD-ROM looks hotter than

everl

## NEW CONVERTOR ALLOWS YOUR TO PLAY GAMEBOY GAMES ON YOUR NES!

Many people have written and asked if there were any types of devices that would allow the use of GameBoy games on a television. While this capability has existed, and is even used by most of the major gaming mags for photography, it is not readily available to the public. The attachment, known as a WideBoy, plugs into the top of the Japanese version of the Nintendo which then plugs into a television. Besides being bulky, the WideBoy add-on is also expensive. ranging anywhere from \$300 to \$500

There may be hope, however for those die-hard gamers who want to feel the thrill of playing hand-held titles on the big screen. A new device developed by that technical wilzard Paul Biederman of Biederman Design Labs (the same BDL that engineered the Express hand-held NES) will soon enable you to take GameBoy carts and play them on your 8-Bit Nintendo!

Instead of using a WideBoy-tye unit, which is loaded with more circuitry than your Nintendo, the BDL GameBoy to Nintendo onwentor takes the z-80 code from the GameBoy carts and then, using a special cart that serves not only as the delivery system but also the translator of the information, changes it into the native Schages to the proconize!

Too good to be true? In fact it ready does work and BDL plans to have a working model in production sometime in the near future. The device will not be licensed through Nintendo of America, but instead offered from a third-party source close to the indivistry.



Given Nintendo's recent history of hostile actions towards deviced that use their hardware yet are developed independently, some may question whether the BDL GameBoy to Nintendo conventor will ever see the light of day. Whatever Nintendo's ultimate decision, however, there's no denying the fact that the translator is an exciting new peripheral with real applications.

Hopefully Nintendo will realize that this type of device will do nothing to interfere with sales of the hardware, but may instead stimulate software sales which, according to many industry insiders, are remaining flat.

The GameBoy to Nintendo convertor is also bound to elevate many of the problems players would have with the frequent blurring problem common to most fasts moving action-oriented titles. By displaying the picture on a television screen instead of the small GameBoy monitor, the resolution of the picture is retained from the horrible distortion that scrolling and movement create.

For all of its benefits, the most important feature of the BDL Game-Boy to Nintendo convertor is the promise to finally bring the ability of playing portable games at home.

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- · 4 "Power up" items
- 9 Cinemo disploys
  20 Different stoges
  Continue option
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- Single player action
   Fontastic graphics & music
- 6 special weapons
- 5 "Power up" items
  10 Cinemo disploys
- 20 Different stages
  - Continue option



- 1 or 2 players
- Superior graphics
   Coorbing mode
- Passward for continued action
   19 teams
  - 12 teoms
- Super oction cinemo screens
  - 1 or 2 players
     Superior grophics
     Possword for continued action
     Instant close-ups
  - Over 20 different cinema displays
     24 Different teams
  - Q4 Different teoms
     Choose from 18 different pitches



- 1 or 2 ployers
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   34 different killer moves
- Power meters
- Training mode for 1 player





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## NEXT WAVE

METAL STORM, PACMANIA, DICK TRACY, THUNDER FORCE 4, PAT RILEY BASKETBALL, BUSTER DOUGLAS BOXING, GYNOUG, BOMBERMAN.

MENU	
ntendo	
ega	
rboGrafx	
enesis	
imeBoy	
mx	
cade	

#### NEW SOFT NEWS Genesis third party companies are starting to plan for the upcoming year. Renovation is taking a look at a tank shooter

called Granada and an older Sega title - Arrowflash. Razor Soft plans to convert another computer game stormford. Sega has confirmed a 1991 release of our friend Sonic the Hedgehog! On the GameBoy front, Aroadia has a new gambling cart called Caesens Palace. Capcom will do Megaman and CSG Imagesoft has Dragon's Lair.

#### METAL STORM

Best known for the outstanding coin-ops and NES shotests, time continues the tradition with a new side scrolling action game leaturing some of the most detailed and elaborate backgrounds may be a second or the second second second second second continues of the second seco



The backgrounds are some of the most detailed ever in a NES game!













"OK LITTLE BUDDY, we just not spite thinked your all a pit the Shappor and experiting is gone to get fills. All we have it is a faller these closes and find the major through their and we can go of this first beat middle on the fill the state of their and we can go of this first beat of their and we can go of their first beat of their state of their



At last, Bandai debuts the most successfully re-run television show in history for the first time on the Nintendo screen. This letest addition to the Nintendo same library comes with our 90-day limited womanty.

Gilligan's Island is a trademark of Turner Entertainment Co. 1964, GLADASYA-UA TV © 1989 Turner Entertainment Co.

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#### DACMANIA Tengen/Nintendo



Enjoy the intermissions



The goal is still the same - gobble all the dots on the screen but the family of ghosts have grown from 4 to over 8! To help you along though, you can now jump over the chosts and the bonus fruit can give

you extra speed to outrun the enemy! Get far enough into the game and the ghosts will start to mimic your moves. When you try to jump over a green

ghost, he will jump also! It's a whole new game and a worthy sequel to the old favorite!



GYNOUG

Dreamworks/Genesis





Get the fruit for points and power pills to let you chase the ghosts!



Pac Man can now jump, but so can some of the ghosts!



#### THUNDER FORCE 4

Known as Elemental Master in Japan, rumor has it that when this game comes to the States. the title will be Thunder Force 4. This super soft is a vertical scroller set in an overhead perspective. In the same

tradition as TE3 there are tons of great weapons and power-ups to help you battle the new enemy and reclaim the

fallen plan-

ets under

slegel





Next spring we can look forward to a new side scrolling soft based on a fantasy theme. This one. loosly translated as Gv-

noug (the name will be changed) features a winged hero on a mission to push back evil spirits who are trying to take over a medieval world. With detailed, multi-layered screens.





#### Technosoft of Japan/Genesis





clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulish army of horritic enemies, each determined to bring you to a sticke end. Battle pour way through the creep infested billage, the treacherous forest, the horrible gravepard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster ... It's up to you to destroy him!



### BUSTER DOUGLAS BOXING Sega/Master System

The popular Genesis boxing cart of the same name will soon be converted to the 8 bitter. Set in a side view perspective, you get to try out the same moves that Buster used in his last fight. Take on several different computer opponents or plug in a second controller and spar with a friend! Try the uppercuts and left and right hooks then wear your







opponent down with punches to the head and stomach. With his power meter depleted go for the knock out! Watch the power meters on the bottom of the screen. If yours gets low back off and block his punches until your strength returns. Then take the offensive with quick stomach punches!











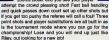
### PAT RILEY BASKETBALL Sega/Master System



With a new Master System comes a new series of sports gamea! Pat Riley gets the headline here in this conversion from the Genesis version. It's a full 5 on 5 in some of the fastest SMS basketball ever! Like the 16 bit version, you can go for the special slam dunk. In this play, the screen zooms closer and you see your player.



Basketbaff















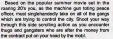
### DICK TRACY Sega/Genesis





















### BOMBERMAN NEC of Japan/TurboGrafx-16



The Turbo CT (Turbo Express here) is just barely out in the stores and NEC of Japan is already bringing out the first game made specifically for their portable! While officially coming out only in Japan this year, Bomberman could very possibly make it's debut here in the states early next year when the Link Cable is sche-





duled to come out. But the game is not only playable on the portable, it can also be used on the home system by connecting the multi tap and two to five controllers. If the name sounds familiar it should, as it is the Hudson Soft NES title which came out in Jan. 1989. Two years are up and this soft can come out on another system without hintendo complaining.















If you only fast paced action-packed thrills . . . you'll love the feel and sound of Granada.





### TRICKS, CODES AND STRATEGIES

### SUPER STAR SOLDIER (NEC/TurboGrafx 16)

Secret Options Screen - Super Star Soldier is a very long and difficult game. There is a secret options

screen which can be accessed by entering a long string of commands. First, turn the system off. Hold filt and Select and turn the machine on. When you see "Normal Game" appear in the tilts escene. When this appears quickly press: Left, Button 2, Up, Button 2, Right, Button 2, Down, Button 2, Left, Button 1, public services and the services of th



### VEIGUES TACTICAL GLADIATOR

or harder to play!

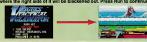
sounds in the game!

(NEC/TurboGrafx 16)

Hidden Continue Mode - To be able to continue a few times in this game press the Select button and the blagonally Left and Down together when the JVC Music Industries screen appears. The words "Continue Mode" will appear on the title screen, Play the game and when it says "Game Over you'll go back to the intro screen where the right side of it will be blackened out. Press Run to continue the game.

or vertical perspective!

any of the 8 levels!





### **VEIGUES TACTICAL GLADIATOR**

(NEC/TurboGrafx 16)

Sound Feet - To listen to the tunes which are played throughout the game, enter the following commands before the tills screen comes on. As soon as you see the "Presented by Victor Musical the Feet and Select button." You will see the screen blink. Simultaneously press and hold the Select button and lagonarily by and to the Left on the control pad until the title red letters in the center of the title screen. Press button 1 to run through the different tunes.



Perform this trick during the credit screen

after doing the trick.

Use button 1 to preview the tunes!

points at the end of round !

### VEIGUES TACTICAL GLADIATOR (NEC/TurboGrafx 16)

Change Difficulty Setting. If you are having a hard time getting through this game there is a way to play on an "Easy" setting. Like the trick above, enter the following commands before the title screen comes on. As soon as you see the "Presented by Victor Musical Industries Inc." screen, press both buttons 1 Victor Musical industries Inc." screen, press both buttons 1 Victor Musical Industries Inc." screen press both buttons 2 Socied button. You will see the screen blink. Simultaneously press and hold the Select button and Diagonality Up and to the Right on the control pad until the title screen comes on. If done correctly "Easy Mode" will appear in red letters in the center of the title screen. Press button 1 to our through the



### TEENAGE MUTANT NINJA TURTLES

(Ultra/GameBov)

Restore Energy - At any point in the game press: Up, Up, Down, Down, Left, Right, Left, Right, Button B, Button A to fill up your energy supply.

### BRAVOMAN

(NEC/TurboGrafx16)

Infinite continues - Kill off your man at exactly 10,000 points. When it asks if you want to continue, don't do anything. The title screen will come up. Then push: Up, Right, Down, Left, Button 2, Select, Button 2, Select. The next time you have to continue you will see that you have infinite continues!



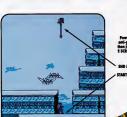


### BRAVOMAN (NEC/TurboGrafx 16)

Continue from where you dieinstead of continuing your game back at the beginning of the round, press Run repeatedly just as you are dying to continue from that point!



# Jum 5



Use super-human jumping skills to climb plant cliffs & tall towers.



With Low G Man you can Run, Jump, Stab, Seize & more!



Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you – Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a superhuman jum (up to 13/4 screens)! If You Fail, No One Survives! So don't. But

just in case you'll
have infinite continue & a password.
You'll get rapid action,
detailed scrolling backgrounds,

Consumer Division

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



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### BRAVOMAN

(NEC/TurboGrafx 16)

Secret Boss Fighting Game - There is a hidden game with it's own special ending inside this line NEC card. At the title screen, alternate pressing the Select button and button 2 over and over again until a new title screen appears! Then press any button to scroll through the message and a listing of the 14 bosses will appear. Select any one you want to start with and press button 1. If you beat him an X will appear over his number. Beat them all and get a different ending to the game!



Press Select and button 2 repeatedly at intro-



Get the new, secret intro screen!



Pick the boss you want to fight with!



Warp to the boss screen and take him on!

### BRAVOMAN

(NEC/TurboGrafx 16)

Free 1-Up - There is a hidden 1-Up in the middle of Stage 9. To get it Go through the bottom pipe as shown in the photo below. Don't completely come out of the pipe but 'head but' the oncoming enemy. You will got a new screen where an allen will give you a 1-Up. IT yit again in Stage 21!



Crawl into the bottom | Property | Property

ead butt the enemy coming at you!



Warp to the new screen for a 1-Up!



Get another 1-Up on Stage 21!

### JOURNEY TO SILIUS (Sunsoft/Nintendo)

Get 9 continues and Sound Test- To give you a little extra help with this fine game, there is a way to get 9 continues rather than the standard 3 times continue. At the title screen, press the B button 33 times. Then press start. You can also listen to the sounds used in the game.



Kick out the center

Talk to the girl in the

### KLAX

(Tengen/TurboGrafx 16)

Sound Test - At the Option screen hold down both the Select button and button 2. Then press the Run button twice. This will get you into a very different kind of Sound test screen that lets you play the tunes with an on-screen keyboards!



Do the trick at the Option screen.



Try out all the different sounds!



Do You Have the Savage Instincts Required to Save the Countries of

United Earth from War-Crased Robots? The lives of trillions depend on you - Low G Man, the most extraordinary warrior alive. If you are to succeed in your mission, you must master the deadly armorpiercing spear, an electro-mag-

Are You Sly Enough to Seize Enemy Vehicles & Weapons?

Capture the Hover, Walker, and amazina Spider vehicles! Freeze the enemy with your EMDP, then jump on and stab the robot driver.

Consumer Division

Snag a few Wave weapons to help in your grueling fight!



Climb on ceilings using the Spider vel Spray bullets with the help of the Walker(L).



netic disruptor pistol and a super-human jump (up to 13/4 screens)! With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wavel

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, infinite continue & a password.

### Can You Handle "Low G Man"?

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



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### KLAX

### (Tengen/TurboGrafx 16)

Unlimited Continues - As you progress into the higher rounds of this great block-dropping cart, the game play gets harder. If you really have an itchin' (and the patience) to make it to round 100 here's a way to keep progressing in the game. After you lose a life and the screen says "Press Flip to Continue", hold down the Select button and press up on the controller several times to increase the number of continues. For each time you press Up your number of continues increases by one. You can have up to a maximum of 9 continues at any one time. You can however, repeat this trick as often as you want in the game!







asks you to continue.

Get up to 9 continues as often as you want!

**DHELIOS** 

### (Namco//Genesis)

9 time continue - Having trouble with Phelios? The 3 times continue just might not be enough to get you through at the advanced difficulty level. To increase this to 9 continues, get into the Chapter 1 intro screen (shown below). While in it press buttons C, A, B, A, C.A.B.A.



### KLAX

### (Tengen/TurboGrafx 16)

View the Different Screens - OK, so you don't have the patience nor do you want to continue forever but you still are curious as to what happens in the 100 screens. Here is a trick which lets you look at the different backgrounds which come up throughout the game. Go into the Options screen and hold both the Select button and button 2 down. Then press the Run button. You now can preview the 100 screens by pressing down on the control pad!

Change Screen Brightness - While in this special mode, if you press button 1 you can increase the screen brightness. By pressing button 2 you decrease the brightness!









Go to Options Mode.

Preview Level 501

Preview level 991

### WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues. your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

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# MegaMan'3. Anything else you need to know?







Needle(Man, Shadow Man, Spark Man and TopMan. They're the eight new robotamaters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2.0 flax, now the only question that remains is how fast you can get to the store

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## INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Super Famicom takes Japan by Storm!! Dozens of New SF and Mega Drive Softs Coming Soon!

## Capcom/Super Famicom GHOULS AND GHOSTS 3 Capcom has decided to bring out the sequel to their

multi-system hit - Ghouls and Ghosts on the Super Famicom first. Containing very detailed multi-layered backgrounds along with a whole new cast of evil demons, G & G 3 continues along the same lines as your previous adventure. Since it is about 80 percent complete it should be out in early 1991





It's the best Ghouls and Ghosts yet with graphics and sound only the SF can do!









### CBS/Sony Group/Super Famicom JELLY BEAN

CBS/Sony is entering the SF market with a game which is designed specifically for the younger audience. It is a nonviolent game with you as a cute, blue jelly bean with big eyes. You travel through the multi-layered outdoor landscapes on a quest looking for your long lost fetiow jelly beans. It's dangerous out there as three are hungry animats and birds on the lookout for a free, tasty meel and that is youl Jelly Bean is schouled for release in April 1981.







### Taito/Mega Drive **DARIUS 2** The popular PC Engine



super shoo-ter is finally crossing over to another game system. While not containing all 26 levels, Mega Drive users will at least get to play a portion

of this side scrolling underwater action game. All the different types of weapons are here as are the shields, power-ups and huge end of round boss mechanical fishi



Large Boss fish!



### Treco/Mega Drive TWIN COBRA



The popular Romstar arcade game is being converted for the Mega. Drive. Similar to the NES game but graphically improved to make this version one of the best vertically scrolling shooters. With tremendous firepower and flicker-free action.





### Spectacular graphics and tremendous firepower!

### Telenet/Megg Drive GAIARES

Another new side view horizontal shooter will be coming from Telenet. Taking place in outer space, above the earth and down into highly fortified corridors, this game features multidimensional backgrounds, a wide variety of weapons and options to help you rid the planet of an invading force of star ships.





Multi-dimensional layered backgrounds along with huge full screen end of round boss aliens!

### Sega/Mega Drive V-ATTACK

Awesome background graphics, similar to the moving flame waves in Thunder Force 3, make V-Attack a visually stunning game! Add over a half dozen different types of weapons and power enhancements and its another hit for Segal





### Sega/Mega Drive CRACKDOWN

Sega of Japan is converting one of their great arcade classics to the Mega. Drive. You and a friend must case the city looking for time bombs set by the ter-







# The Following Be Too Graph



Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with BLUE INSTRUMENT



After dinner, you can always battle magg blood-flies and drools in the dangerous 8 player game – SLIME WORLD.



RYGAR, the 2 player arcade his that pits you against ferocious beasts, hideous demons or worse, your best friend.



nace your bicycle on people's lawns— in other words, the ultimate afterschool job.



buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.



Encounter loathsome beings. Escape from borrible creatures. It's you against the evil empire in the game of GAUNTLET.

Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here. Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.



And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color

video game system. With its totally unique 16 bit graphics engine,



# a Scenes May ic For Adults.



ROBO SQUASH. The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three solats and you're out.



must destroy the aliens. Side-scrolling adventure for up to 4 players.





exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.



iens in the 4 player game ZARLOR ERCENARY. Your only hope is to kill them all or break for lunch.



abosts by guiding her through multiple ma bling up dots, energizers, fruits and

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games. So if you don't already own a Lynx. you better hurry. Because they're going fast. And so are all these game cartridges. Visit the videogame section in your

Before they're wiped out.

favorite store now.



# The final test of the

You've conquered Super Mario Brothers 3™, beaten \_ Ninja Gaiden II™, trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.™

 ${\mathcal A}$  re you equal to the task of rescuing the princess from the evil wizard Morbius? In the brilliant 3-D fantasy Solstice, Shadax the sorcerer must find the six pieces of the Staff of Demnos in order to gain the power he needs to save his beloved. And you must guide him in his guest through the ancient fortress of Kastlerock. But be forewarned, do not underestimate the difficulty of the journey at hand. Listen to the words of those that have gone before you.

Only by using your years of spell-casting wisely will you survive the more than Two Hundred Fifty rooms in Solstice. Nearly every room presents a unique challenge to your intelligence, resourcefulness, and timing." —Gary Meredith, GAME PLAYERS. "Solstice, a new action puzzle game ...



a challenging task indeed . . . three dimensional view."-NINTENDO POWER" March April, 1990. "A challenging, spellbinding cartridge-completely original in concept!' -GAMEPRO MAGAZINE.



you search for Solstice in vain. send us the names of three stores you have visited. And we will assist you in beginning your quest. Masters of Solsticeplease send us your tips, maps, ideas for Solstice 2.

Mail to: CSG Imagesoft Inc. 9200 Sunset Blvd., Suite 820, LA, CR 90069 (213) 858-3777. Look for your next issue of Players Newsletter







"Whoa, Mama!" is how this game is best described. This pin is loaded with fun. action, and features galore that only a one-of-a-kind quy like Bart could fathom! Every pop-bumper and drop target reinforces The Simpsons theme, as does the playfield art (a collage of exerpts from favorite enisodes of The Simpsons), backglass art. exceptional digitized speech, and features such as the Ultimate Behemoth Ramp. The Nuclear Jackpot, and Multi-Ball play. Place all this on a well designed playfield layout and you've guaranteed a rewarding Simpson experience for both novice

and expert players alike. The Simpsons Pinball doesn't, rest on its license... it truly is one of the best designed pins out there. Credit due to the fine design team at Data East, namely lead designer Joe Kaminkow, an industry veteran instrumental in the resurgence of ninhall via his work on Space Shuttle for Wi-Iliams, Ed Cebula, an engineering genius responsible for the finely tuned mechanical design of The Simpsons Pinball, and of course, the Simpsons creator - Matt Groening. An





avid pinball player 1 himself. Matt worked closely on the design from day one. As Matt explains

"Games

are nother way of story telling." Joe Kaminkow also noted that Matt contributed to the decision to include twice as much digitized speech as was originally intended so that the player wouldn't tire of renetitiveness. "We had to double our speech capability to pull it off, but the effort is rewarded in the play experience " claims Kaminkow

Yet another example of the uncompromised design that resulted in a remarkable nin. Enough Kudos: you just gotta play it!

"Later, Dudes! I'm outta

Look forward to more data east flipper action coming soon: T.M.N.T. Batman, Star Trek 25th Anniversary, and Total Recall



The fantastic Simpsons pinball is already out! EGM's Steve Ryno gives it a test!



The Simpsons are not





### FACT-FILE

Machine: NES
Cart Size: 2 Meg
Number of Levels: N/A
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '9



You know 'em and you love 'em' first there's homer, the bumbling and balding father figure who's every environmentalist's worst nightmare; Marge, the happy housewife with a 'do that only Frankenstein could appreciate; Lisa, the super-smarl jazz fan with an ear for the blues and baby Maggie who's main form of expression is a gyrating nookle. Rounding out this

ideal post-nuclear family is bad-boy Bart, the smartmouthed star of America's number one television show, The Simpsons. Together, this ensemble has successfully shot to the top of

the charts! Capitalizing on this overnight fame, Acclaim has rounded up the Simpson's family for what is sure to be their most exciting adventure yet, focusing on the seemingly naughtly exploits of spike-haired Bart, out to save the town from an alien foel This Nintendo-compatible cartridge begins with Bart glancing through the pages of his favorite comic book before spying an advert offering the miracle of X-Ray vision for mere dollars! In possession of his new specs. Bart is soon



Skateboardin' with spray paint!

shocked at what he discovers. The glasses enable him to see two local civic workers for what they really are...soace allens! Unable to convince his parents or siblings of the impending doom about to befall the residents of Springfield, Bart sets out on a one-man mission to disrupt the allen plans and insure that he'll get to his

next birthday

The allens, it appears, are removing certain objects in preparation for their takeover. While these items are varied, they all share one common leature: they are blue. Realizing this, Bart sets out about town, spray paint in hand, determined to deface anything and everything with a blue hue. Only by stopping the hue. Only by stopping the enemy in this way can Bart save the city.

Unfortunately, Bart's reputation precedes him. Unable to sway others to his story, Bart must avoid other obstacles from good folks who see the mischieyous Simpson son living up to his questionable standards. When Bart is able to make it around the dangers and complete his round by round tasks, he's given the chance to convince one of his family members, in a cleverly animated sequence, of his frue intentions. It's not easy, but sevel by level the Simpson Bart's tase, but only when all the members agree with Bart does the game take its final set of twists.

and turns.

The climax of the game leads Bart to the Springfield nuclear power plant, which due to certain circumstances, is about to go super-nova and take the town with it! Only with some quick reflexes and a little bit of ingenuity (not to mention help) from a younger member of the Simpson's clan) will Bart be able to save the day!

save in day?

The Simpsons game for the Nintendo Entertainment System captures all of the fun and exclusives of the fun and exclusives of the fun and exclusives of the fun and exclusive show with an exclusive gaden and plenty for Bart and company to inferract with Whether it's an other-world menace or a local out to give the bad-boy a hard time, Bart has a special job to do and the fate of all of his friends, no matter how neasy they get, is in his hards (quib).

Look for more on this exciting new game from Acclaim in an upcoming issue of Electronic Gaming Monthly! Ay Carumba, home bow, I can hardly wait!



The Simpson's family is all at home in this new action/adventure game that pits Bart and company against a very different sort of invader!



In the early prototype, you could even play pranks...



...that only Bart Simpson would get off pulling!



The prototype used popular spots

from the TV series!

### **FACT-FILE**

Manufacturer: Ultra Machine: NES Cart Size: 4 Meg Number of Levels: Theme: Action Difficulty: Average Number of Players: 1 to 4 Available: December '90

### TURTLE POWER!!

The fab four of the 90% are back in their biggest adventure yet! It's straight from the acrades in the best translation possible on the NESI With a full 4 megabits of power plus a MMC3 chip Konami has taken NES technology into areas where no one has ever gone before! And it shows! In this sequel both April and

Splinter have been kidnapped by Shredder and you and a friend must save them! But Shredder knows you are coming and has his henchmen - Bebop, Rocksteady, Krang and other new missionaries - Tora and Shogun ready to make turtle soup out of you!

ready to make turtle soup out of you! Your adventure takes you all through New York city. You start in a burning building where April is trapped! It's all a set up and after you eliminate Bebop, Shredder appears, grabs April and escapes! You hit the streets searching for her grabbing an occasional piece of pizza for energy! Not finding her there, it's time to go down into the sewers. April, unfortunately isn't there either and you climb back up to find it's winter where a killer snowman is waiting for you. Spring comes and your guest takes you through a parking garage where you rescue April! Shredder grabs Splinter and takes him to one of his factories. Take on a rockman armed with a flamethrower and try to save Splinter! Now for revenge!! Fight through Shogun's house and into the Technodrome where Shredder has a

special surprise waiting for you!







Up in the streets the turtles must fight with the ninjas coming at them from both sides of the screen. Grab the slice of pizza for energy!



Take on
Rocksteady who
is the end of
round boss. Don't
stay in one spot
for long or he'll
drill you. Use
jump kicks to
finish him off.

After a while in the sewers you come street-side again to find it's winter. Take out the snow men and go after Tora who throws huge ice boulders at you.



After a while it warms up and the snow melts. You now can use your jet-powered skateboards to even up the score with Shredder's

helicopters.





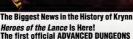
You're now off to rescue Splinter and then it's on to the Technodrome. But before you get there you must get by one of Shredder's bounty hunters!



The Technodrome is your last stop. It's fully protected with wall mounted lasers, energy towers and lots of robots. Shredder is there waiting for you!

In the parking garage proceed carefully, as you not only have to take out the machine gan bring neemy buy our must wath out of the care which will be pulling out of the feet when will be pulling out of the feet and the parking gots. Use the orange traffic pytons on the readway as weapons and be ready for the enemy reinforcements who will come charging out of the van. Use the exploding barel as a weapon





AND DRAGONS® game for Nintendo!

Big news for AO&O® gamers! Now you can play the first Official ADVANCED OUNGEONS & ORAGONS" action game made for the Nintendo Entertainment System!® Heroes of the Lance is a challenging action-adventure game based on the popular Oragons of Gespair DRAGONLANCE® module. The player takes control of eight tighting tantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters. in their quest for the precious Disks of Mishakal. Decide the tate of the world of Krynn Vanquish the ancient black dragon Khisanth or be doomed to tallure! Look for the ial ADVANCED DUNGEONS & DRAGONS" trademark to be sure you're ge the only authorized AD&D® Nintendo products. Get Heroes of the Lance, the newest tast-action game from FCI.



- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- m Detend yourself with magic and an arsenal of









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# FACT-FILE Manufacturer: Sega Machine: Master System Cart Size: 2 Meg Number of Levels: 5 Theme: Action Difficulty: Average Number of Players: 1

Available: February '91

### SAME LEVELS AS GENESIS!











### LOKI GOES & BIT!!

The farrassic Choid/IN Choids which we all have grown to love on the Genesis has now been translated for the Master System! And it is a very line on at that All the levels are there as are the demons of the dead. The weapons are explanded though, requiring you to journey in leasterd down the second of the dead. The weapons are explanded though, requiring you to journey in leasterd down the property of the prope



### **BOSS DEMONS!**



### **MAGIC POWERS**



Double



ARMOR STATUS





# Shield





LEVEL 2















Green





Double Demons!









AFTER PLAYING THROUGH THE GAME. REPEAT IT ONCE MORE TO GET TO LOK!!

# OUTPOST: CENESIS

# FACT-FILE Manufacturer: Sega Machine: Genesis Cart Size: 4 Meg Number of Levels: 7 Theme: Target Shooter Difficulty: Easy Number of Plavers: 1

Available: December '90

A well-armed army of both mechanical and man-de terrorsts is threatening to strike out against strategic targets the world over instead of letting these ruthless cowards fulfill their dreams of world domination, it's time to send in the one-man military machine capable of dropping the bad-guys on their form turf. It's time for the Dynamite

Dute! This multi-level translation of the popular Fab-Tek arcade shooter puts you in the shoot of a fearlies whatever out to stop the enemy at whatever cost in whatever early in hand, infiltrate their strongholds and battle the Bosse one-on-one, using your dynamite punches and close combat skills. This is one tight the Duke will remember forewer.







# FACT-FILE Manufacturer: EA Manufacturer: EA Machine: Genesis Cart Size: 4 Meg Number of Levels: N/A Theme: Sports Difficulty: Average Number of Players: 1 or 2

With the football season well under way, the amchair quarter-backs rule the weekends! Now, thanks to Electronic Arts, these weekend warriors can sharpen

up their strategy during the week with John Madden
Football on their
Genesis. Everything is bullt into this super simulation! Play alone against Madden or take on a buddy. You can pick 
your teams from 
If nor cities or on o

up against a hand

picked team of Madden All Starsl You have a choice of several types of seasons but the real enthusiast will go all out for the Playoffs! in this mode even the weather conditions change! Slide on the slick turf in the rain, get chilled in the snow and solash around in

Madden Football even has pen-

alties...just like the real game!

During haiftime you even get to

the mudl
After tinkering (
with all the options you can sit
back and read the
scouting report on
the two teams.
John tells aill
Which player is
hot, who is weak
up the middle, or
who is not having
a good season!

a good season! see the scores of other games Finally it's game from around the league! time! Hopefully you read the instructions as even half time the simple kickoff has a strength other meter! If you're on defense you even hichling.

POOTE ALL

head downfield and can select to control the player closest to the action. Go for a solid diving hit and he just might cough up the ball! Miss by just a bit and you"! go sailing off empty handed! If

you're the kick off return man get behind your blockers and if it looks like you're going down in flames press the B button to try to spin away from a tackler!

So you didn't run it back for a TD. Now you get to try some real football.

While in the huddle you can check out your plays on the scoreboard. And what a choice! First choose a Set. These are the types of players who will run your play. You have 6 choices. Then select a formation to determine how you will line up. There are 5 possibilities. Next nick a play. Six

different picks!
Oh, yes do it quick as the 45 second clock is counting down! As a final option, you can always call an

audible on the linel For defense your choices are also numerous, 5 formations, three sets and 6 plays!

There's a lot more, half time stats, summaries of other games being played and even highlights of close contests!





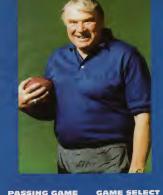
### KICKING GAME



Kicking field goals requires timing as well as skill



The perspective changes when you take over the defensel



### CHOOSE YOUR PLAY!



Madden Football gives you an enormous amount of variety in plays without getting overly complicating or slowing the game down!



### PASSING GAME



Passing is done by identifying the receiver with the buttons...



...which sends the ball to the player who must catch it!



In Madden you can tailor your own teams for regular play...



...or compete in the tournament against the rest of the league!

### PRE & POST GAME



Before the kickoff, analyze teams with scouting reports!



Every half John Madden gives you the game's statistics!

### FACT-FILE

Manufacturer: Sega Machine: Genesis Cart Size: 4 Meg Number of Levels: 16 Theme: Action Difficulty: Easy Number of Players: 1 Available: November '90

### WELCOME TO THE CASTLE OF ILLUSIONS...

West Mickey, it used to be fun. Just you and Minnie living happily in carbonal. But now all of that is over as the wicked witch Mizzabel has kidinapped poor Minnie and taken her to the dreated and mysterious Castle of Blasson. You you played with in your past episodes (e. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rain-tow. They will give you the power to de-test Mizzabel.

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where wooden soldiers and lack-in-theboxes come after you. Bounce across the iello and into the topsyturvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice

cream, cookies and cakes, then back to the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinh follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinh and Minnie is in sight, but first you have to defeat the evil Mizrabel





LEVEL ONE - Begin in the forest...where can Minnie be?



Toyland, where up can be down!







### EACT-FILE

Manufacturer: Sega Machine: Genesis Cart Size: 4 Meg Number of Levels: 16 Theme: Action Difficulty: Easy Number of Players: 1 Available: November '90

### WELCOME TO THE CASTLE OF ILLUSIONS...

Well Mickey, it used to be fun, Just you and Minnie living happily in cartoonland. But now all of that is over as the wicked witch Mizrahel has kidnapped poor Minnie and taken her to the dreaded and mysterious Castle of Illusion, You know that place, it's where all of the toys you played with in your past episodes live. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rainbow. They will give you the power to defeat Mizrabell

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where

wooden soldiers and lack-in-theboxes come after you. Bounce across the jello and into the topsyturvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice cream, cookies and cakes, then back to

the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinth follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinth and Minnie is in sight, but first you have to defeat the evil Mizrabe herself!











LEVEL FOUR - Mickey sure



rolls at you and drops acorns!



BOSS TWO - Watch out for the springs on this curious Clown!



throwing frogmen at Mickey



BOSS FOUR - A dragon appears from the lake - hit its head!



MOVE MICKEY!



















BOSS FOUR - A dragon appears from the lake - hit its head!

MOVE ON MICKEY!





### FACT-FILE Manufacturer: NEC

Machine: TurhoGrafy-16 Cart Size: 4 Meg Number of Levels: 8 Theme: Shooter Difficulty: Average Number of Players: 1 Available: December '90

This is not your first battle across the stars! Far from it, you have led a hundred missions into hostile territory defended by the most evil of life forms. Your battle skills have led to a classification of fighting machine reserved for a select few who exhibit the true talents of mass destruction. You are known as a

Star Soldier. In this sequel to the classic Nintendo title, NEC brings us 16-Bit shooting action of a caliber not seen since Blazing Lazers. While there are some similarities between the two games, Super Star Soldier provides you with a new selection of weapons systems, not to mention alien worlds to conquer!

The vertically-scrolling backgrounds serve as the battlefields for hundreds of alien war machines bent on the final annihilation of the human race Only by determining the correct combinations of power-ups and defensive weaponry like options and missiles can the war be won.

Breaking up the round-to-round action are Boss encounters with devices that make similar ships of destruction pale by comparison. Get set to battle screens full of alien armadas and the mother ships which dispatch them.

Can you break through the enemy defenses and eliminate the opposing forces once and for all? With all the power you need at your fingertips, the true strength of your Super Star Soldier abilities will be out to their limits in an environment that you may have visited before...but never remembered being this hostile!

### **BOSS ATTACK!!**



take out the first level boss. The fire weapon works well!



The second boss moves in a predictable pattern. Stay off to one side when attacking!



The third level takes you over land, and a large scorpion is it's end boss.



Back into space for the fourth stage. Get the ring laser to wipe out the boss!



The fifth level boss has long mechanical tentacles, Standard fore works well here



Standard homing missiles take out the pods on the sixth level hossi



The hardest and most powerful boss of the game is in the seventh level.



It's almost over! For the eighth level you must fight all of the bosses one more time!



The red sphere gives you standard fire in multiple directions.



The blue sphere powers your weapon up to an expanding ring laser!



The green sphere upgrades your weapon to a

3 beam electro-laser!





The yellow sphere gives you twin, circular fireball lasers!





cleans up in the first levell

The 3-D crystal

asteroids break up

and get in the way!



Tanks and stealth

fighters come out in

Fly through the gauntlet, shooting the enemy on the sides!



Avoid the flaming fireballs in the third level.



Dodge the incoming fire and slip in with the ring lasers!



Action is nonston with dozens of enemy ships coming at oncel



good weapon to use over the platform!

## SCORE BIG POINTS WITH NEC'S 'NINJA SPIRIT'





## AND YOU COULD WIN A TURBOGRAFX-CD PLAYER!!

If you've been scoring big in "Ninja Spirit", then Electronic Gaming Monthly wants to hear from you! We've got an awesome NEC TurboGrafx-CD player and some of the hottest Turbo games to giveaway to the top-scoring "Ninja Spirit" agmers!

We think "Ninja Spirit" is so exciting, we voted it NEC's 1990 Game of the Year! That's not surprising when you look at all the radical features this game has!

Gather up your ninja power and collect the shadow ninjas as you power-up incredible new weapons and take on Boss attackers that fill the entire screen!

Now, while you're battling the bad guys through dark forests and eerie caves in search of the ultimate evil Ninja, you can earn your way to winning some awesome TurboGrafx-16 prizes!

Send your name, address, age and phone number, along with a photo of your high score to:

Electronic Gaming Monthly c/o "Ninja Spirit Contest" 1920 Highland Avenue, Suite 300 Lombard, Illinois 60148

All entries must be received by December 31, 1990 to be eligible. Watch for the March, 1991 issue of EGM to see if you won! Context Rudes. All entries must be postamarked by Desember 31, 1993 and CSM or the Judges are not liable for lost or miletized must. Void for lost of miletized must. Void graph or VCRT tape of the scoring area for VCRT tape of the scoring area for the Judges is Rail. Ho purchase necessary to order. One filed place encessary to order. One filed place of the Judges is Rail. Ho purchase necessary to order will receive a Turbo Sick and for Turbo games of your choice. One third place winner will receive filed through games of your choice. One third place winner will receive the Turbo games of your choice. Turbo Sick and for Turbo games of your choice for the Virginian and the Virginian and the Virginian and the Virginian and Virginian and

Sendai Publications are not eligible.

# SHOUTH









S



A NEW KING HAS RETURN-

ED BETER 10 000 VEARS For millions of years the wise and powerful kings have ruled their countries fair and honestly. The people lived in peace and prosperity. Occasionally the minions of darkness would rise from the center of the Earth and try to take over the upper world. Each time they were turned back by the king's brave warriors. Suddenly. without warning, a vast army of the creatures of darkness arose and completely overpowered the nations. The world was plunged into a time of eternal evil.

Now, after 10,000 years, a new brave warrior called Rygar plans to restore peace by defeating the demons. Help him in his quest to turn back the forces of evil



The Lynx version of Rygar is based on the coin-on!

Unlike the older Nintendo copy of this game, the Lynx version is derived from the original Tecmo arcade game of a few years ago. With multi dimensional scrolling backgrounds set in an ancient era, Rygar takes on his quest gathering ower-ups and destroying the

demons that stand in his way!

Each level is a race against time. You start with 100 seconds and must eliminate the hideous monsters which prevent you from passing. Besides tangling with the monsters you must jump from ledge to ledge over huge bottomless crevices. Make it to the end of the level and get your just rewards!



At the conclusion of each level, you enter the temple room for bonus points and more!



## THE WEAPONS OF RYGAR...



THROWING SHIELD - This is Rygar's primary weapon.



SUN - This provides a bigger shield and extended range



STAR - Allows Rygar to fire his shield weapon up at enemies!



TIGER POWER - Now Rygar can jump on enemies to kill them!

Rygar for the Lynx plays very much like the arcade classic. Your quest, set in a side view perspective, involves racing against a 100 second count-down timer, destroying or jumping over the demons of darkness, grabbling bonus power-ups as they pop up and still finding time to successfully pass over the numerous pitfalls you encounter.

quite formidable. Ranging from headless zombies and flying dragons who drop other monsters, to armadilios who roll up in a ball and come at you. Throw in lava men who come out of the ground and hurt flaming rocks at you and the game turns into a battle for survival!

As the game gets harder your weapons do get more powerful. Don't move too fast through the game as many of the good weapons pop up after you pass by them. It you hear the belt, back up as it could be a much needed item. Extra time, additional lives, and by borus points are other treasures that game and the second of the se



de kei di jase die jussiely gebel de uiten ei Geimen. Si Endy de seetre ei dedinelie ferbeur Tee geben zoi jug ei die writhie elent zil Per eile Thistyree, Sincein der dans die kallete





## *GAMEBOY* CLUB

#### **GAME BOY GETS 4 PLAYER ADAPTER!**

Nintendo is planning to bring out a 4 player adapter which will effectively double the number of GameBoys which can be linked together for simultaneous play! This adapter is expected to sell in the \$25 to \$30 price range and new four player games, like F-1



Race shown below, are being readied for concurrent release. The problem of requiring multiple copies of each cart have not vet been solved and, as with the current two player games, each of the four players will need to have their own copy of the game.

#### F-1 RACE

Nintendo One of the first games to make use of the new 4 player GB adapter will be this spectacular racing game. Featuring multiple courses and different types of cars, each player views the track from his own car's position and races independently!





#### R-TYPE

#### Irem

The mega hit arcade game now goes portable with this excellent GB conversion! Little, other than color, has been lost in this translation as all of the power-ups and weapon choices remain intact as do the huge end of round bosses.





#### CHASE HO Taito

The fantastic arcade game is being shrunk down to the GB. Get your assignment, hop in your car, kick in the turbocharger and go out after the criminals who are trying to escape! Cuff 'em and head out on your next mission.







PERRIT BEACH TO RADINUS PREALL PREDATOR PRISONER OF MAR PRO WRESTLING

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#### KUNG FU MASTER

Irem

Irem has a new action oriented kung fu game on the same line as Double Dragon. Use your martial arts skills against huge thugs with guns and knives.





#### GREMLINS 2

The cute little Gizmo is back for the small screen in another adventure in the highrise office building. The evil Mogwai are all over and Gizmo must eliminate them. Great action screens and bonus rounds will make this soft a lot of fun to play!



#### OPERATION C Ultra The spectacular NES game -

Contra is now being converted to the GameBoy. The name will be changed to Operation C but all the great game play, weapons, and power-ups have been retained and virtually nothing has been lost (other than color) in the translation.



#### WIZARDRY

Nexoft's NES RPG will soon be out for the GameBoy. Containing a phenomenal 2 meg of memory (more than Columns for the Genesis), Wizardry sends you down into the first person perspective 3-D mazes in search of treasures and magic.



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## BLE 5 ON 5

The fantastic NES basketball game is coming to the GB early next year. Link up with a friend and go head-to-head or take on the computer in a solo match! Very fast and intense action!



#### SPOT

The popular stick figure from the 7-Up commercials is going B & W. It's the same othello-type checker game as on the NES but now you can play it on-the-go. The great 2 player version translates well to the GB as you and a friend can go head-to-head using the life cable!



Remember the NES version of this game from 1987? Make special burgers with the works! Bun, meat, onion, pickle, tomato, and another bun. Assemble them and drop 'em down on the waiting plate! But watch out for the but dons & eons!







## Master The Skies

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for. New from NAMCO, the

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you detity pilot your deadly airbite through fantastic 10bit 3-0-like apprilics of Earth terrain and alien ruins. Next class, you hop in your (fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."



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COMPASSION - Help the poor - give money



HONESTY - Don't cheat the storekeepers.



HONOR - Always keep your promises.



AVATAR - The highest honor achievable.



JUSTICE - Be fair and equal to all.



VALOR - Do not shy away from battle.



HUMILITY - No one is too great or too small.

Second, you no longer

have to be directly lined

up with the enemy to be

able to hit it as you have a

movable targeting cursor

for shooting.

Ultims 1 -

shoot straight

ahead only.



SPIRITUALITY - Pray in the shrines.

The first part of the quest is to raise your attributes to Avatarhood. To do this, you must prove yourself in certain ways. Always help the needy by giving them money and blood. Live without fear, by not fleeing from battles. Keep your promises, never go back on your word. Discriminate against no one, all must be treated equally. Only after proving to Hawkwind your eternal sincerity. can you achieve this status. Your dedication will

constantly be tested. Things you shouldn't do include: Never open a treasure chest that doesn't belong to you. Don't steal! Innocent neonle shouldn't be attacked. Tricking others isn't warranted. While you can do anything you want in the game, the short term dishonest gains will never get you Avatarhoodl

#### **NEW FEATURES!! ULTIMA 1 AND 2 COMPARED!**

Ultima 2 -

movable tar-

getting

As you travel through Britania vou'll meet many new people. Just as in the first game, write down what the people say. They will give you clues to important items in the game. You'll also encounter new enemies, many of which seem more powerful, but are not.

Two improvements to the first game are as follows: First, you now can carry both, a short and a long range weapon into battle.



Ultima 1-only one weapon in battle

weapons useable in battle.

One in particular is the negate spell. In the first game the Illtima 2 - two enemy couldn't cast a spell on you. In this version, the enemy

has magical canabilities similar to yours. To counteract this, there is a powerful negate spell available, which when used. prevents the monsters

from casting spells. To get this, talk to a mage in the Lycaeum of Truth.

Use the key to enter the library in the Lycaeum

Another new feature in Ultima 2 is the magic spell book. This item keeps track of all snells that a character can cast. By talking to various people throughout the game. recines will be revealed to you. Know the proper herbs and the magic book shop will add the spell to your book. Then it's just a matter of having the proper reagents in your possession.

The character selection method has been enhanced. In Ultima 1, you set up the character as you please. In Ultima 2, you answer a series of questions and this determines not only your race but also which town you quest begins in.

This is the RPG game we've been waiting for! With a larger and more complex quest, a larger variety of spells and monsters. Avatar continues the Ultima tradition





#### FILL OUT THIS QUESTIONAIRE AND YOU COULD TAKE BATMAN HOME!

Simply answer the following questions about your game playing preferences and your name will be entered in a drawing for a Sega 16-Bit Batman cartridge. There will be only one winner, and all entries must be received by December 31, 1990 to be considered eligible. Submit all entries to: Batman Give-Away. Sendal Publications. 1920 Highland Avenue. Lonbadr. IL. 60148.

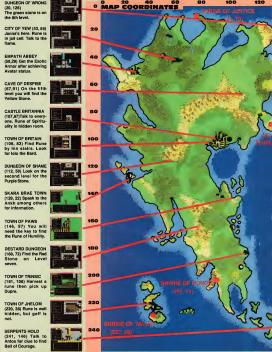
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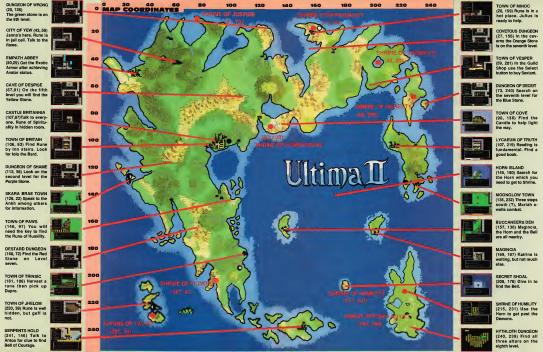


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While fans of the first movie will note that the ending leaves the possibilities of a sequel hard to find, the creative force behind the sequel promise to deliver (played by Mic asi Ironside) FIGHLAND

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in this excellent game you, or you and a friend in the 2 player cooperative mode, must fight your way through 5 levels of non-stop action using real ninjitsu weapons and moves! Then take on the huge bosses which many times fill the notire screen.

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Electronic Gaming Monthly c/o "Shadow of the Ninja Contest" 1920 Highland Avenue, Suite 300 Lombard, Illinois 60148

All entries must be received by January 30, 1991 to be eligible. Watch for the April, 1991 issue of EGM to see if you won!

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SHADOW OF NINJA All entries by Jan. 31

#### Came Abadox After Burner

**Bad Dudge** Retman Bural Fighter Contra **Double Dragon** Double Dragon 2

Godzilla Guerilla War Karnov Marble Madness Mega Man

Metal Gear 2 Paperboy P.O.W. Rad Racer Rampage Road Blasters

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534.500 76.800 9.999,700 Finished 191,300 311,500 39,443 81 900 999,999 701,800

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#### Plaver

Mike Miller Jeff Yonan Jad Eunk Jeff Adkins Target Score Josh Winter Josh Winter Chris Hoffman

David Wright Stefan Zarzynski Ralph Mendes Steve Ryno Jason Sinclair Sergid Strugar Glenn Stockwell

David Wright David Wright Leslie Ford Ralph Balbagallo Donn Nauert

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Rules - All scores on Shadow of the Ninia must be received by January 31, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores. 1920 Highland Ave., Suite 300, Lombard, II 60148 for an official entry form.

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Game After Burner Altered Beast Double Dragon Miasile Defenae 3-D Out Run Rampage Rastan R-Type Shinobi Space Harrier Thunder Blade

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Score Player 9.704.000 234,400 610,370 659,000

Jeff Yonan Alex Stamos Brian Gaudreauff Joe Tadder Dan Lee Max Rockafellow **Brian GauDreault Brian GauDreault** Brian Herrmann

**High Scores** to the Pros at the U.S. National

Time Soldlera Came

Allen Crush **Blazing Lazers Bloody Wolf** Bonk's Adventure Cyber Core Dragon Spirit Fantasy Zone **Fighting Street** J.J. & Jeff Legendary Axe Monater Lair Side Arms

3.054.000 7,437,700 Score 999,999,900 24.523.070

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RIII Day **Bob McGuire** Rob Slegmann Player

Barry Bowman Jim Hakola Conrad Cheslock Jason Walinske Jim Hakola Steve Ports Brandon Fish Sergio Strugar Chris Camera Brandon Fish Mark Discordia Mark Discordia

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Game After Burner 2

Altered Beast Air Diver Curse Forgotten Worlda Ghouls and Ghoata Ghostbusters Revenge of Shinobl Target Earth Thunder Force 3 Truxton

Game

Super Contra

Score

20,380,300 4,682,500 77,077,000 10,560,300 1.694,100 1,559,700 11,326,000 6 029 800 39,818,439 5,397,300 3.331.050

Plaver Dan Lee Lee Ventelcher

Scott Wimpari Jeff Yonan Tony DeSilvy Glenn Stockwell Jonathan Paleologos **Bradley Miksa** Eric John Martin Aleasi Tony DeSilvy

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